

BASIC Scratchpad Area.note $\phi = 0 = \emptyset$

1000	Flagword.
1002	Cursor control address.
1004	Text limit - top of BASIC's text area.
1006	Current - Points to BASIC's current line
1008	STAKGOS - Stack save area on go-sub.
100C	STAKINP/USRSTAK - Stack save area on input or USR.
100E	RND Pointer.
1010	Varbgn - Start of Variable area.
1047	Bufbgn - Start of input buffer
1097	Bufend.
1098	STKLIMIT - Hard limit of stack.
109B	STKSOFT - Soft Limit of stack.
10DD	STACK & TEXT.

Some of the more important internal routines

SPACE	001D	Output space to CRT.
GETLINE	061A	Collects input chars. and enters them in input buffer. Terminates with an OD (carriage return)
CHKI/O	066B	Keyboard interrupt routine.
CHIN	0682	Char in. Wait for input from KBD or cassette.
CASFLIP	0695	Flip bit in flagword 1000 to turn on or off save command.
Serial out	06A1	Send char to cassette.
KBD	0700	Scan KBD return with carry set if key pressed. Char in "A".
CRT	078A	Print char in "A".

The following routines are internal to the BASIC and are listed for information. They should not normally be used as part of a VSR.

00FF	EXEC.	Check the Text (Pointed by DE) against the lookup table (pointed by HL) for match.
SETVAL	0427	Expects a variable followed by an "=" and expression. It sets the value of the expression to the variable.
TSTV	04AA	Tests for a variable or array.
TSTNUM	04EA	Tests the text (pointed by DE) for a number.
PRTNUM	055A	Prints the number held in HL
PRTLN	0599	Prints line number.
OUT	0650	Outputs char in "A" to the CRT and if cassette bit in 1000 is set the char in "A" is also sent to the cassette.

The main lookup tables start at 05B2 and consist of ASCII strings followed by the routine address with the most sig. bit set.

e.g. 52 55 4E 81 35
 "R" "U" "N" = 0135
 indicates the routine RUN at address 0135. The most sig. bit must be ignored.

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